

FIG. 1

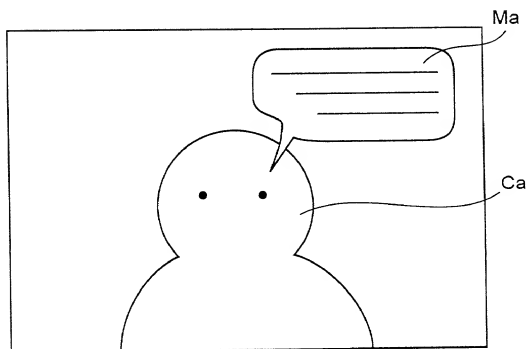
[illegible]

FIG. 2

MODE		JOY	ANGER	SADNESS	NORMAL	DECISION
CHANGE	RAPID	JOY DEPENDING ON THE MAXIMUM VALUE	ANGER DEPENDING ON THE MAXIMUM VALUE	SADNESS DEPENDING ON THE MAXIMUM VALUE		POSITIVE RESPONSE
	"0" → HIGH VALUE → "0"					
GRADUAL	ABOVE STIPULATED VALUE	GET UNHAPPY	ANGER SUIDES	SADNESS IS SOOTHED	MOOD GETS WORSE	POSITIVE RESPONSE
	"0" → STIPULATED VALUE → "0"					
GRADUAL	ABOVE STIPULATED VALUE	GET HAPPY A LITTLE AT A TIME	GET ANGRY A LITTLE AT A TIME	GET SAD A LITTLE AT A TIME	MOOD GETS BETTER	NEGATIVE RESPONSE
	"0" → STIPULATED VALUE → "0"					
RAPID	STIPULATED VALUE 1					POSITIVE RESPONSE
	"0" → STIPULATED VALUE 1 → "0"					
RAPID	STIPULATED VALUE 2					NEGATIVE RESPONSE
	"0" → STIPULATED VALUE 2 → "0"					

FIG. 3

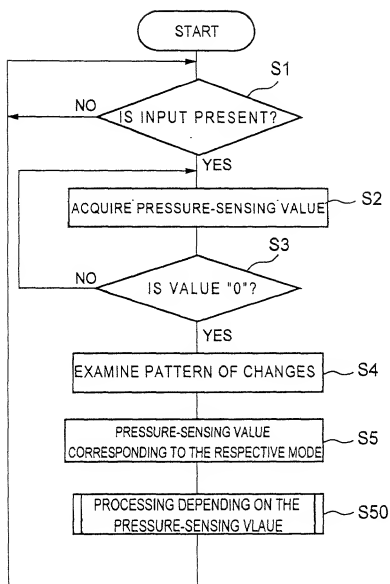


FIG. 4

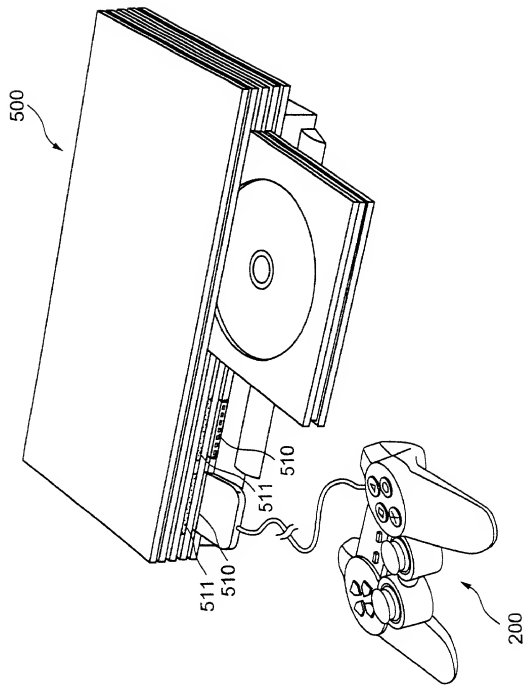


FIG. 5

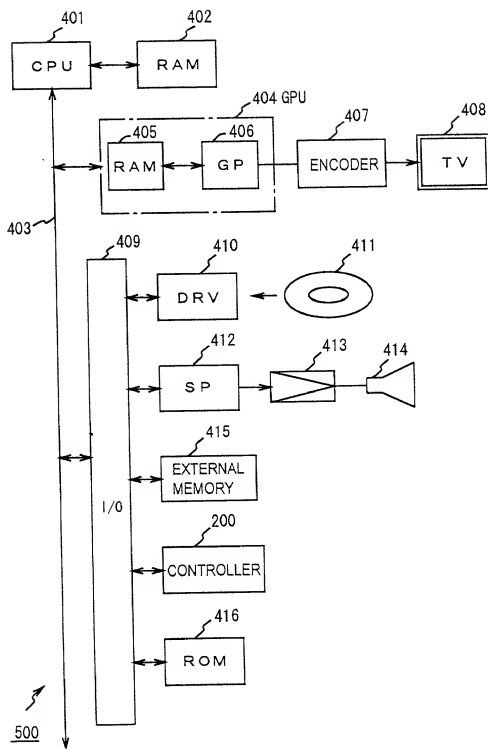


FIG. 6

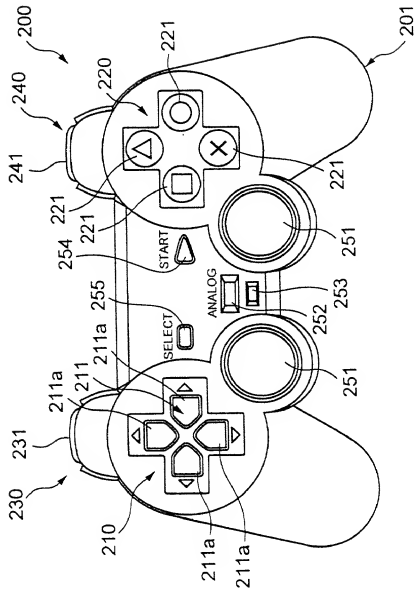


FIG. 7

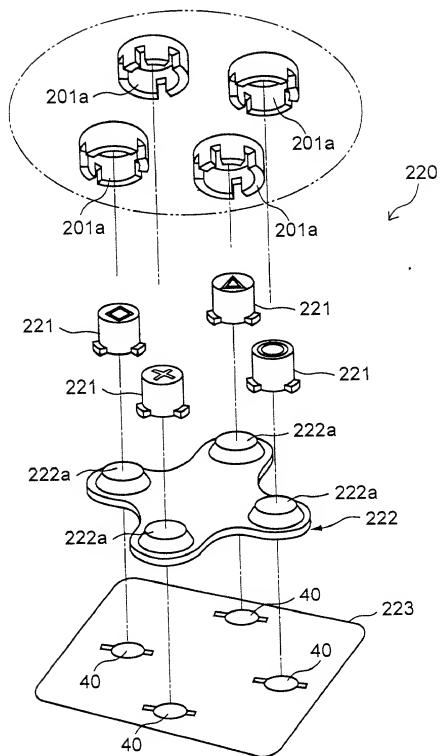


FIG. 8

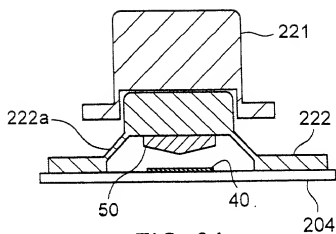


FIG. 9A

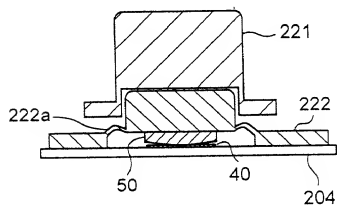


FIG. 9B

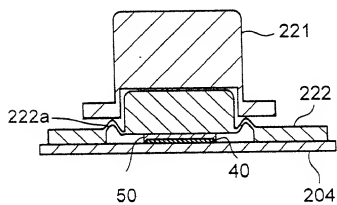


FIG. 9C

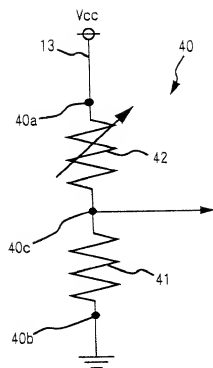


FIG. 10

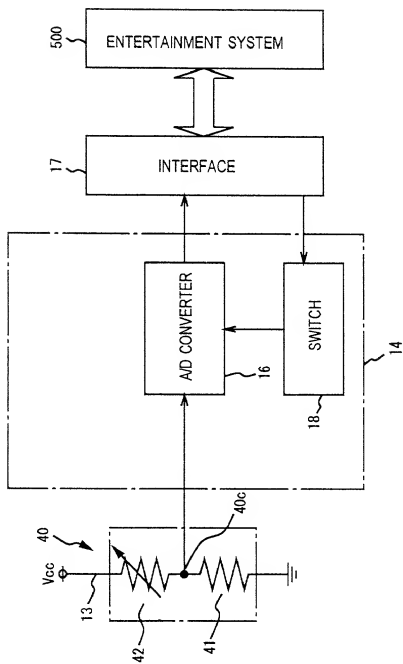
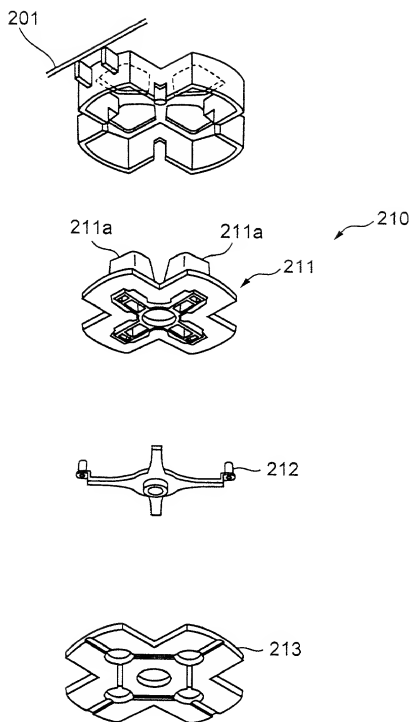


FIG. 11



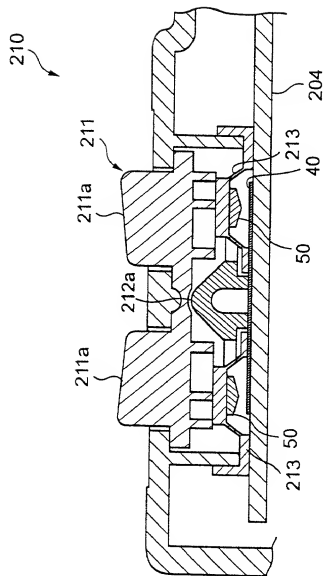


FIG. 13

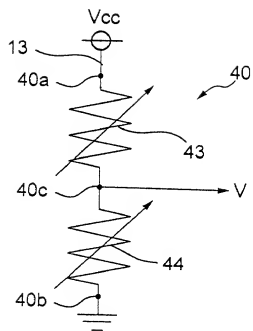


FIG. 14

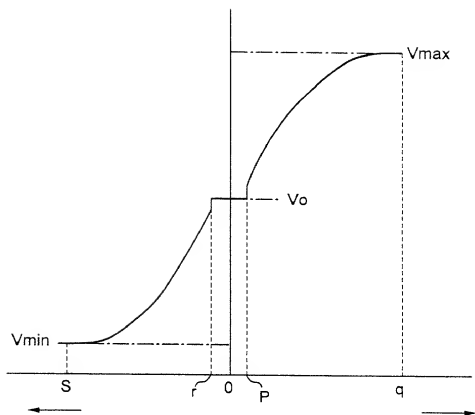


FIG. 15

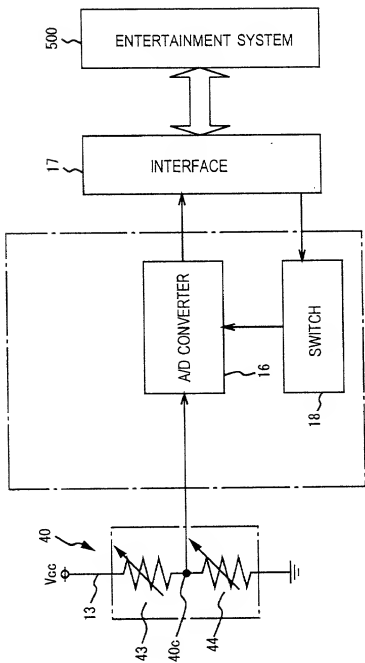


FIG. 16

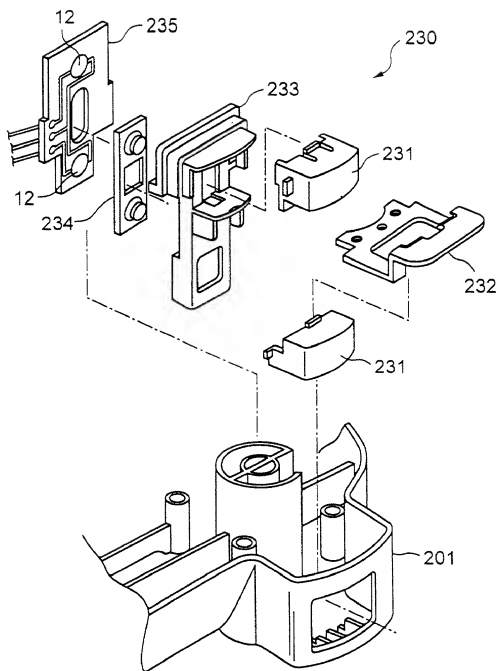


FIG. 17